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Codex Supplement: Blood Angels (9th Edition) Review - Warhammer 40k The Codex Supplement: Blood Angels, released for the 9th edition of Warhammer 40k, is the third in a new series of supplements designed to complement the recent Space Marines Codex. This reviewer has received an early copy and will provide an in-depth look at its contents. The supplement consists of 80 pages, with approximately one-third dedicated to lore and background information, a small section featuring images and painting references, and around half devoted to gaming content. Upon opening, readers are greeted by a substantial section covering the Blood Angels' lore, including their creation, early history, and Primarch Sanguinius. This is followed by sections detailing famous Blood Angels heroes, units, and Successor Chapters. A notable feature of this supplement is its colour-coded contents page, making it easier to locate specific rules sections. The Index and Glossary also provide valuable resources for players. One observation is that the Matched Play section has shifted in placement compared to other 9th edition books. Nevertheless, the new Detachment Abilities are introduced, mirroring those found in the Space Wolves supplement. The Blood Angels detachment receives a bonus if the unit charged, is charged or performed a heroic intervention. Additionally, it gains the Savage Echoes ability. The Death Company now allows for the induction of up to 2 Lieutenant units (excluding named characters) and Captain units, granting them new abilities and replacing some existing ones. Death Company character units are exempt from the Company Command rule, enabling two Captains in the detachment. The Chapter Command rules also apply, allowing upgrades for relevant units. There are 17 unique Stratagems, with 15 Blood Angels and 2 Flesh Tearers specific Stratagems. Key Stratagems include Descent of Angels, Vengeance for Sanguinius, Refusal to Die, Aggressive Onslaught, and Angel's Sacrifice. A Character unit akin to Nightbringer? Epic Deeds – For 1CP, a Psyker can manifest one additional power, complementing the army's strong Psykers and Discipline. Visions of Sanguinius (Epic Deed) Angel Exemplar (Requisition), Angel Ascendant (Requisition), Honoured by the Arx Angelicum (Requisition) – These are standard Relics, Traits, and Successor Stratagems present in this army. Lucifer-Pattern Engines (Requisition) – For 1CP, upgrade engines on non-Dreadnought, non-Flying Vehicles; they Advance 6″ instead of rolling. Unbridled Ardour (Strategic Ploy), Red Rampage (Strategic Ploy), Forlorn Fury (Strategic Ploy), Upon Wings of Fire (Strategic Ploy) – These Stratagems offer various capabilities, including heroic intervention and removal from the battlefield. Savage Destruction (Strategic Ploy) enforces a -1 penalty to Combat Attrition tests for enemies within Engagement range of the targeted Flesh Tearers unit. Chalice Overflowing (Wargear) allows a Sanguinary Priest unit to use their Blood Chalice ability an additional time, benefiting 2 units from Assault Doctrine at once! The new Blood Angels and Flesh Tearers codex brings some sweet toys for our Warlord to play with. Let's talk about the special abilities first - Foresight lets us re-roll some rolls, while Selfless Valour helps us get in close quicker. The Of Wrath and Rage trait is a beast, exploding hits in melee will get you out of many situations. But what really gets me pumped up are the Relics! We've got 7 new toys to play with - Visage of Death is super useful, giving us a penalty to enemy units within 3 inches. And then there's the Hammer of Baal, a Thunder Hammer that doesn't suck at hitting things. The Crimson Plate is a nice addition too, letting our Warlord charge and move more freely. And let's not forget about the new Wargear! Severer is an insane Chainsword, doing damage and mortal wounds left and right. Admantine Mantle is super useful for our Psykers, granting them that sweet 5+++ to hit. Artificer Armour gives us a nice bonus to our attacks too. Master-Crafted Weapon adds some extra oomph to our guns, while Digital Weapons let's us make an extra attack with a close combat. Quake Bolts are super useful for taking out enemy units and debuffing them for the rest of the turn. And finally, Archangel's Shard is a beast of a Power Sword that does massive damage against Chaos units. Fleshrender Grenades are just plain nasty, doing S5 AP-3 D2 damage and making it hard for enemies to get close to us. We'll have to see how these toys play out on the battlefield! Blood Angels' arsenal includes the Blast rule, disabling Light Cover for targeted units. Gleaming Pinions allows for charging after falling back and re-rolling Charge rolls. Librarius Discipline and unique powers like Quickening, Unleash Rage, Shield of Sanguinius, Blood Boil, and Blood Lance are available to Blood Angels Psykers. These abilities offer benefits such as re-rolled Advance and Charge rolls, exploding hits in melee, improved defense, and the potential to inflict mortal wounds. The Wings of Sanguinius ability grants the Psyker the Fly keyword, increased movement, and the option to make Normal or Fallback moves. Blood Angels can choose from four unique Secondary Objectives in Chapter Approved: Blade of Sanguinius, which challenges opponents' Characters; Fury of the Lost, rewarding destruction of units with Death Company units. In an army full of Death Company units, choosing these seems obvious. However, if you only have one or two units, it might not be worth it. The Blood Angels get extra points for killing enemy units from above (No Mercy, No Respite), and for having more of their own units on the battlefield than the opponent (Relentless Assault). I'm not sure which secondary objectives are best, as some will work great against certain opponents while others won't be so effective. The Crusade Rules section is next, but we'll come back to that later. Big fans of Crusade here, and let me tell you that the new Blood Angels codex has some really exciting stuff in its Crusade section. As we've discussed on our Podcast, this is where things get interesting for players like us. So, what's new? Well, there are four Agendas to choose from: An Honourable Death in Battle, Purity Through Bloodshed, Valour of the Angels, and Sacred Duty. An Honourable Death in Battle sounds like a real gamble - you pick one unit, and if it dies, your other units get some sweet experience points. But if it survives... not so much. Then there's Purity Through Bloodshed, where you give a non-Death Company unit some extra oomph for killing enemy units. And Valour of the Angels? That's all about giving your characters some serious bonuses based on how heroic they are. Now, let's talk Requisitions - we've got four new ones to spend our points on: Descent into Madness, Noble Heritage, Blood Cleansing, and The Red Thirst. Each one offers something different, like turning a Captain into a Death Company member or giving your characters some extra abilities. But what about this thing called the Flaw count? Apparently, it's been around since the earliest days of the Blood Angels history - they've got these two curses that make them lose their cool: the Red Thirst and Black Rage. The idea is to keep track of how many points you've accrued in your Flaw count, because when it gets too high... well, let's just say things can get messy fast! In the grim darkness of the 31st Millennium, a curse known as "The Flaw" has plagued the Blood Angels Space Marine Legion since its inception. This affliction is tied to the memories of their gene-sire, Primarch Sanguinius, which are encoded into the blood shared among his descendants. The traumatic memory of Sanguinius's death at the hands of traitor Horus can trigger a phenomenon known as the Black Rage in Blood Angels on the eve of battle. When a Space Marine succumbs to this madness, they relive the experience of Sanguinius battling towards the bridge of the Vengeful Spirit. This curse is a harbinger of doom for all Sons of Sanguinius, with most eventually succumbing to its power. In a Crusade game, The Flaw manifests as a Black Rage test for each unit in your army at the end of each battle. A dice roll compared to the number of units that unit destroyed with melee weapons determines whether they gain a Flaw point. When a third Flaw point is earned, a leadership test must be passed using 3D6; failing this test results in a model from that unit succumbing to the Black Rage. Different outcomes depend on the type of unit that failed the test: Captain or Lieutenant units are inducted into the Death Company, other Character units are removed and replaced with a Death Company Lieutenant, Dreadnoughts become Death Company Dreadnoughts, and all else suffer a Devastating Blow. The Crusade relics offer a wide range of options for players, including Decimator, Hood of Baal, Figure of Death, Chalice of Baal, The Angel's Wing, Encarmine Warblade, and Blood Angels Honorifics. These relics can enhance the abilities of units like the Sanguinary Priests, improve close combat capabilities, and provide strategic advantages during battles. In addition to the relics, this codex also introduces new rules for Blood Angels Captains and the Death Company. The Flesh Tearers support in this book is particularly notable, offering some of the best relics and abilities for this Successor Chapter. Overall, this iteration of the Blood Angels codex seems promising, with improved units, solid Chapter rules, and a range of exciting options for players to explore. As Captain Berk reports, his valiant Crusade army has begun to fall prey to the maddening influence of the Black Rage... Visit CaptBerk's updates for the latest news, unboxings, and video content, all centered around the grim darkness of Warhammer 40k.